

Recommendations

This section outlines each recommendation made by the working groups and endorsed by the Steering Group. The recommendations are grouped by topic, and, thus, reflect somewhat the working group they were generated by. However, the way the recommendations are listed is intended to provide the clearest overall picture of the community's vision and to ease implementation decisions. The recommendations are numbered for easy reference.

District Recommendations



1.0 Town Center District

General

1.1 This district shall be designed for pedestrian traffic, but should allow for vehicles in all areas. Site plans and architecture should be designed to accommodate off main street deliveries, to locate all waste receptacles in the rear and to slow traffic.

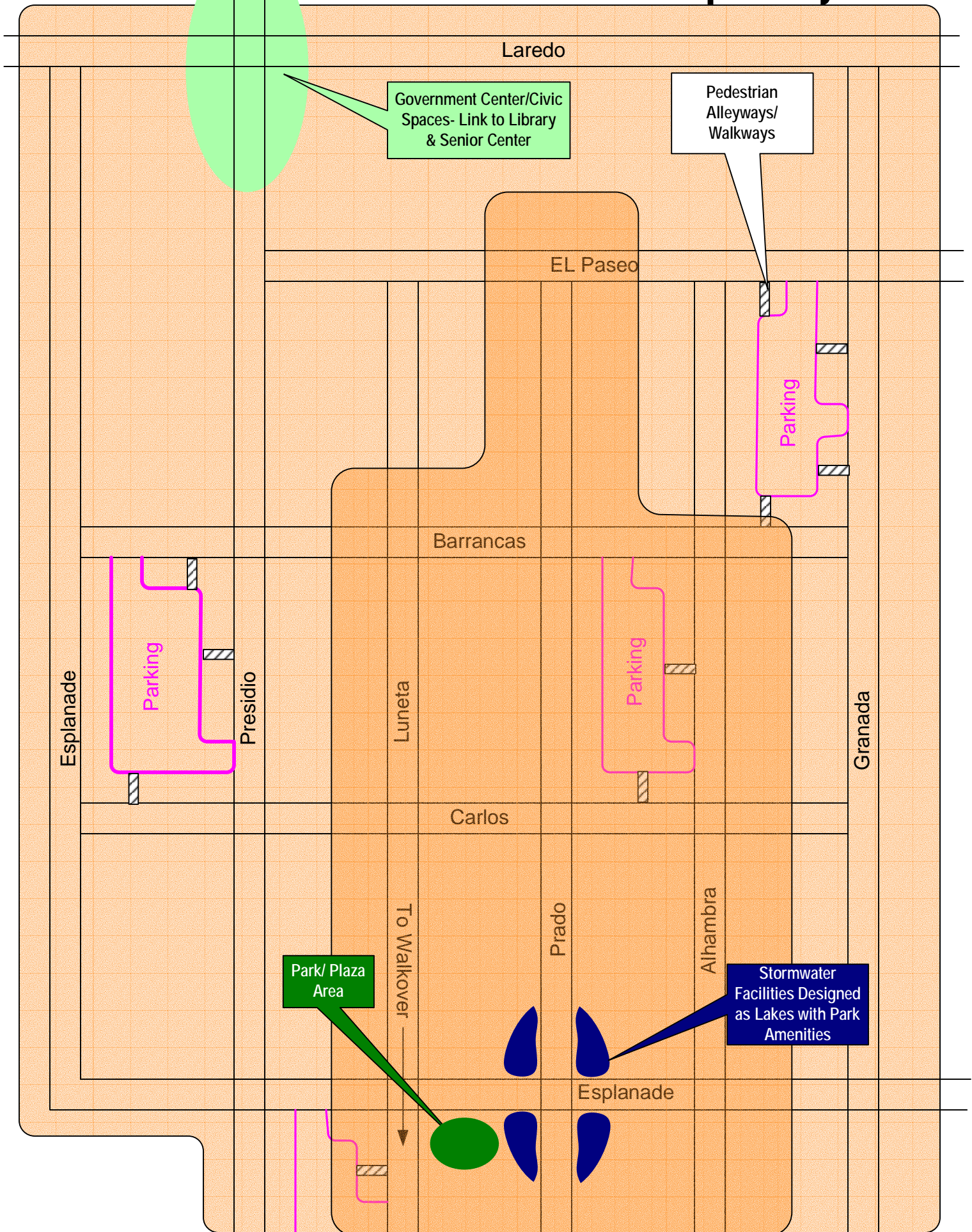
1.2 The Landscape Buffer Ordinance should be revised to address transitions between the Town Center District and any other zoning or overlay district

1.3 An Architectural Review Board shall be established to review plans for new developments and redevelopment in the Town Center District. This board should function like the existing Bagdad Historic Village Architectural Advisory Board. The board will review plans in accordance with the regulations for the district.

1.4 The core area of the Town Center shall be in the vicinity of the Prado/Esplande intersection and along the lengths of these roadways. It shall include these blocks, but not be limited to them. The core area shall allow only retail on the first floor with office and loft-style residential on the upper floors. In the areas outside the core area, but still inside the Town Center District, office, residential and retail will all be allowed on the first floor.

A conceptualized layout of the Town Center appears on the following page. This is intended to represent possibilities for design and development of the Town Center District. The exact location of stormwater ponds, parks and parking lots shall be determined during implementation. The darker overlay area is intended to represent the core area of the Town Center. The lighter overlay represents the conceptual boundaries of the district.

Navarre Town Center Conceptual Layout





1.5 Land Uses shall be restricted: no industrial uses, no drive-through restaurants, no storage uses, no auto sales or repair, no pawn shops. No use deemed to be outside the character of the district shall be permitted.

1.6 Outdoor display areas shall be directly adjacent to the building, extending no more than four (4) feet. Café seating shall not be considered a display area. In addition:

1.6.1 The total maximum height of an outdoor merchandise display should be 12 feet

1.6.2 Wares may only be displayed during business hours

1.6.3 Displays cannot block emergency lanes, sight distance, handicapped access, doorways, pedestrian walkways etc...

1.6.4 Displays may not encroach on permitted parking areas

1.6.5 Displays are allowed on hardscape only (not in landscaped areas)

1.6.6 Displays may have one sign describing the items and price. This sign may be no larger than the display. No lighting of the display is allowed.

1.6.7 Display are not allowed on vacant property

1.6.8 Displays with itinerant vendor or tent permits are excepted.

1.6.9 The merchandise to be sold must be directly related to the retail establishment or be decorative items that relate to or complement the business.

1.7 There shall be no required setbacks in the Town Center District. All development shall build to front and side property lines. Administrative variances to this requirement shall be permitted for café seating, courtyards and pedestrian alleyways only. Administrative variances for vehicular alleyways to rear of building parking shall be considered only when no other connection exists on the affected street. Vehicular alleyway connections to Prado and Esplanade shall not be permitted.

Architectural Requirements

1.8 No metal, vinyl or aluminum siding or exposed cinder block allowed in the Town Center

1.9 Fences

1.9.1 No chain link

1.9.2 Same style as building

1.9.3 Wrought iron or aluminum "look-alike" allowed

1.9.4 Hedges allowed

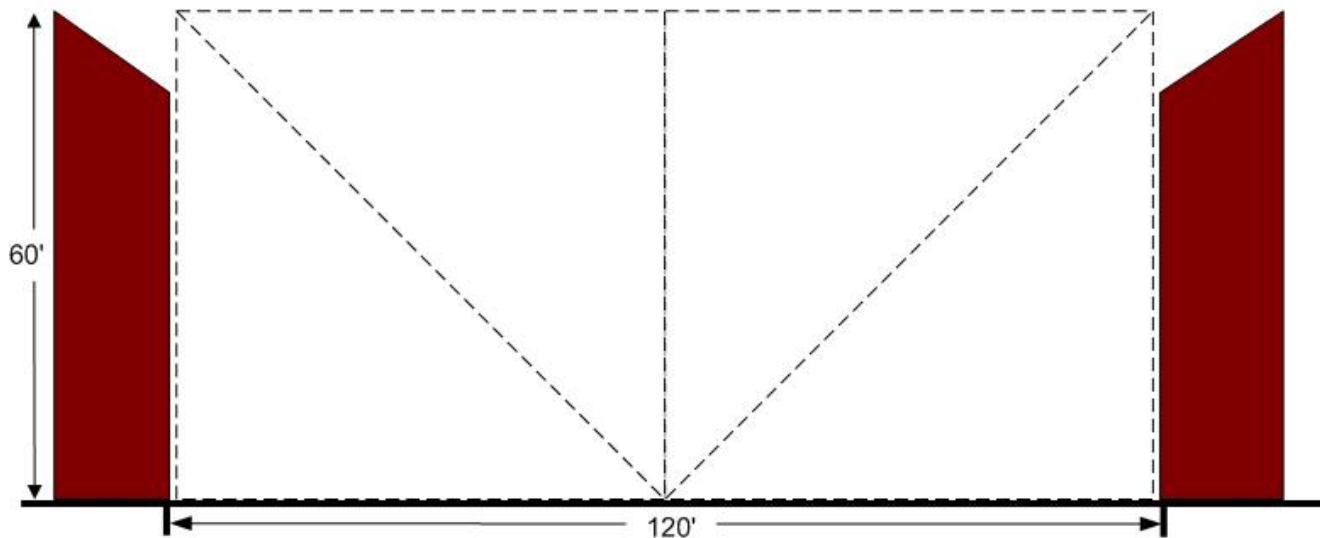
1.9.5 Fences should be lower in the front than in the rear of the structure

1.10 Foundations: on and off grade allowed, off-grade shall be cosmetically concealed

1.11 Columns shall be proportionate to the structure and can be constructed of the same materials as fences

1.12 The codes shall be written to encourage porches, balconies, towers, cupolas and widows walks when appropriate to the architectural style.

1 : 2 Building Height Ratio



1.23 Approved Architectural Styles:



1.23.1 Neoclassical- Center entrance with semicircular fanlight over front door; Gable pediment with a deep frieze and 2-story classical columns (Doric); vertical windows with diamond panes; porch balustrades of metal or wood; typically constructed of stucco or wood-siding with brick foundation/base.

1.23.2 Caribbean Vernacular- cantilevered 2nd floor porch with wood balustrade and rectangular pillars, large roof overhang; exposed rafters and joists; vertical or Bahamas-type shutters; typically constructed of wood siding or stucco.

1.23.3 Cracker- the modern term cracker refers to the unpretentious people and architecture found on farms and in rural communities still sprinkled throughout peninsular and panhandle communities of Florida. Cracker-style structures are wood frame with wide porches, steeply pitched roofs and log or wood clapboard siding.

1.23.4 Georgian –Center entrance with pilasters and pediment; vertical windows with multiple mullions (6 over 6); louvered shutters; hipped or side gable roofs of medium pitch, classical ornamentation including garlands, swags, dentils and bracketed cornices; typically constructed of brick, stucco or wood siding. Allowed outside the core area of the Town Center District only.



1.23.5 French Colonial- stucco-sided homes with expansive two-story porches and narrow wooden pillars tucked under the roofline, double pitched roof with symmetrically placed chimneys. The porch was an important passageway because traditional French Colonial homes did not have interior halls.

1.23.6 Bungalow- Regular, rectangular floor plan, with the narrow side facing the street, typically one store, gable main roof over gable porch roof, simple ornamentation, exposed structural elements, knee braces, battered porch piers, tapered chimneys.

1.23.7 Queen Anne (also known as Victorian)- more formal, Victorian-style structure, steeply pitched, multi-gabled roof, front facing gable, wrap-around porch, paired Doric columns, turned wood balustrades, differing wall textures, towers are typical but not imperative. Allowed outside the core area of the Town Center District only.

1.23.8 Masonry Vernacular- Two story masonry building with wood framed shopfronts on first story and balcony above (wrought iron); columns or brackets holding up canopies; decorative brick detailing at roof line.

Examples of each of these styles follow: